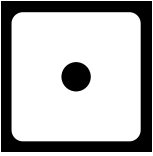
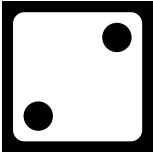
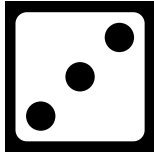
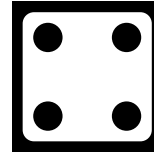
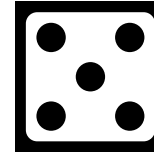
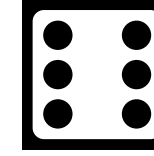
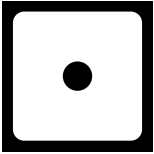
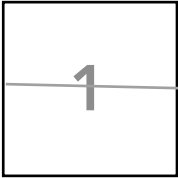
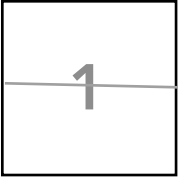
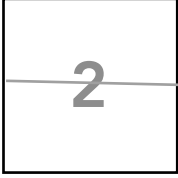
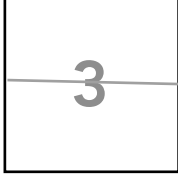
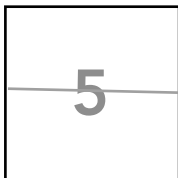
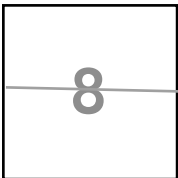
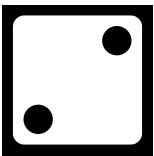
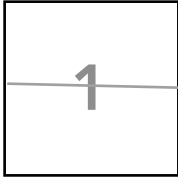
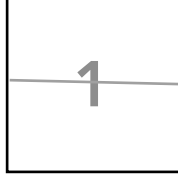
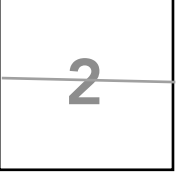
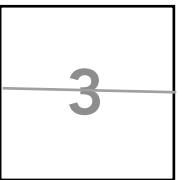
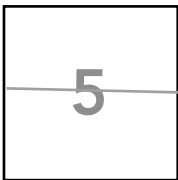
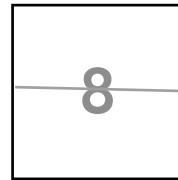
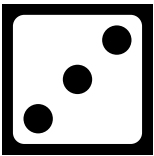
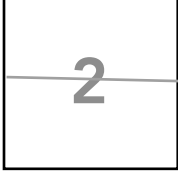
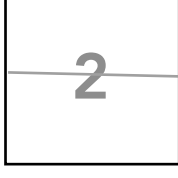
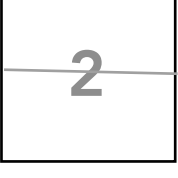
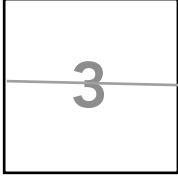
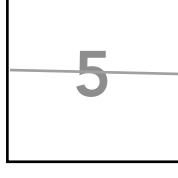
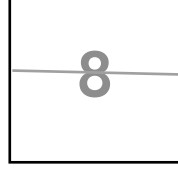
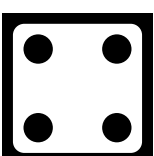
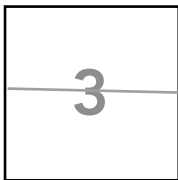
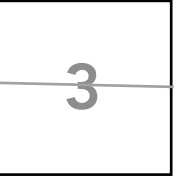
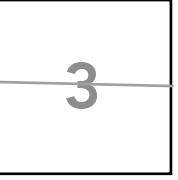
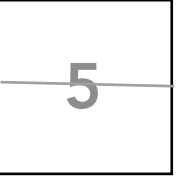
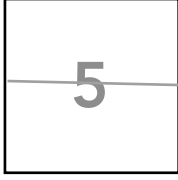
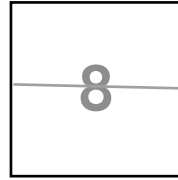
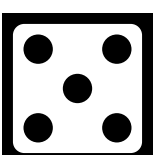
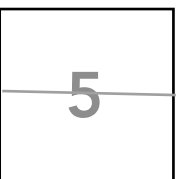
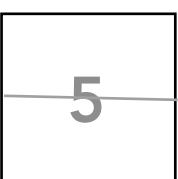
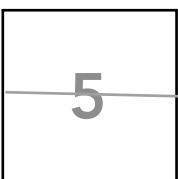
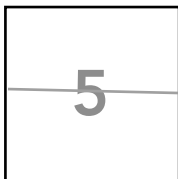
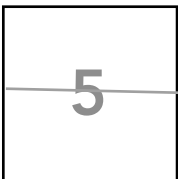
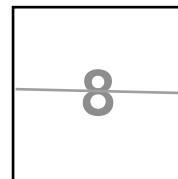
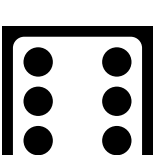
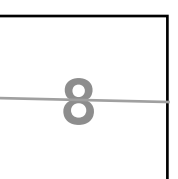
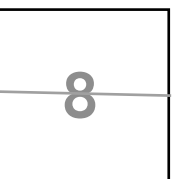
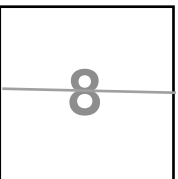
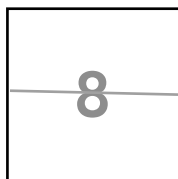
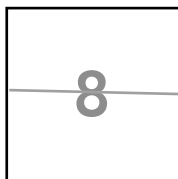
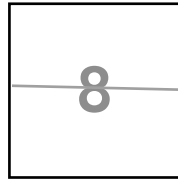
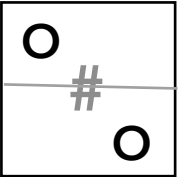


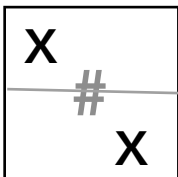
dICE OUT

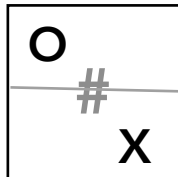
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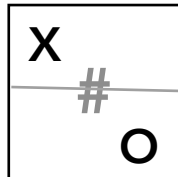
						
						
						
						
						
						
						

Scoring:

 = #
Points
for O

 = #
Points
for X

 = 1
Point
for O

 = 1
Point
for X

How to play dICE OUT

You will need 6 D6 dice (3 in one color and 3 in another) and a pen or pencil (ideally 2). One player is **X** the other is **O**. **X** goes first.

To start, roll all 6 dice. Starting with **X** each player then takes a turn choosing a die and adding it to their hand or re-rolling all dice not in hand. If there are no dice to choose or 2 or more of one color, the player may first re-roll all dice not in hand, then add a die to their hand.

When a player has two dice in their hand, they must score the pair. Place their letter (**X** or **O**) in a not yet scored box on the grid matching the pair of dice. If the score box is empty, place their mark in the bottom half of the box. If there is already a mark in the bottom half, place a mark in the top half and claim the points for the box. A player that has both marks in a box scores the # of points in the box. If both players have a mark in the box, the player on top scores one point. The box can then no longer be scored for the rest of the game.

After scoring place the two dice aside till a re-roll occurs (a dice cup works well).

If a player has two dice in their hand and there is no open box for them to mark, they place the two dice aside and score zero points.

The game ends when one player reaches 33 points. If that player was **X**, **O** gets one more turn. The player with the most points wins. **O** wins ties.

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